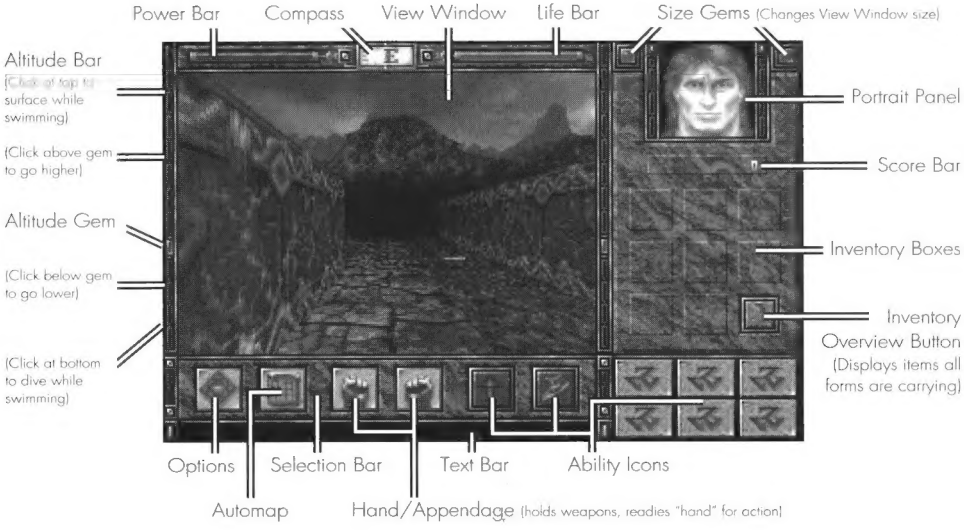
REFERENCE CARD

MAIN GAME SCREEN



WALKING, RUNNING, SWIMMING. **Press and hold left mouse button** while cursor is in View Window. The farther from the center of the window your cursor is, the faster you move. The shape of the arrow determines direction.

JUMPING. **Press the right mouse button** while JUMP icon is selected and the cursor is in the View Window. Your speed determines how far you jump.

COMBAT. **Left-click** on a hand, foot or other attack icon to activate it, then **right-click** on your target.

PICKING UP AND DROPPING OBJECTS. **Right-click** on object to pick it up. **Right-click** near bottom of View Window to drop object.

USING THINGS. Activate icon or hand-with-object by **left-clicking**, then **right-click** cursor over target.

OPENING AND CLOSING. **Right-click** on object.

CURSORS. *White Arrow* inside View Window. No option is currently selected.

- *Black* and *Red Crosses.* Hand/appendage is selected.
- *Orange* and *Black Circles.* Ability is selected.
- *Glowing Blue Cross.* Ability is selected.

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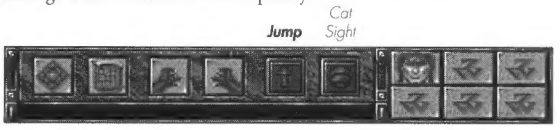
KIRT AND HIS METAFORMS

*Abilities in **bold face** type do **not** use Power.*

KIRT

MAORIN

Faster, can stand more punishment and can deal out much more damage than a human. Drowns quickly.



CAUN

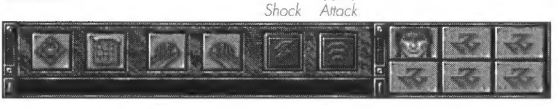
Ineffective fighter, but heals approximately 10 times as quickly as a human.

OPSIS

Ineffective fighter, powerful spellcaster.

KAHPA

Surprisingly tough, can breathe underwater. Good in hand-to-flipper combat.

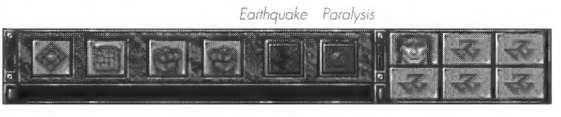


SSAIR

Can both take and inflict enormous damage. Has a powerful tail attack.

GROST

Can punch through some stone walls. Almost impervious to physical attacks. Can survive extremely hot environments.



KEYBOARD CONTROLS

Use of the mouse may be supplemented by the following keyboard commands:

Mouse

Left Click	Enter
Right Click	Spacebar

Game System

Toggle between Normal mode and Mega mode	Tab
Options	F1
Sound	F7
Music	F8

Movement

Fly/Swim Down	–
Fly/Swim Up	+
Move Ahead	↑
Turn Left	←
Turn Right	→
Back Up	↓

(Keypad)

Move Ahead	8
Move Ahead Left	7
Move Ahead Right	9
Turn Left	4
Turn Right	6
Sidestep Left	1
Sidestep Right	3
Back Up	2

Selection

Up	E
Left	S
Right	D
Down	X
Open/Close	O
Pick Up/Put Down	O
Automap	F2
Left "Hand"	F3
Right "Hand"	F4
First Ability	F5
Second Ability	F6

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